Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claims 1-10 (canceled).

Claim 11 (currently amended): A method of playing a video wagering game, comprising:

a player placing a wager on a reel-slot-type video game ~~event~~, the game having a plurality of symbol positions;

displaying a plurality of randomly selected game symbols on a display, each symbol appearing in a designated symbol position;

upon occurrence of a predetermined triggering event, randomly selecting between zero and fewer than a maximum number of viewable symbol positions as a wild symbol position;

converting each symbol displayed within each selected wild symbol position to a wild symbol~~; and~~, wherein each one of the wild symbols operates on at least one but not all of the displayed game symbols; and

determining at least one game outcome~~s~~ based on the displayed game symbols and the operation of any of the wild symbols. ~~in a single game event,~~

~~wherein symbol positions bearing game symbols that produce scatter pays are excluded from the random selection of wild symbol positions.~~

Claims 12-14 (canceled).

Claim 15 (currently amended): A method of playing a video wagering game with a bonus feature, comprising:

a player placing a wager on a reel-slot-type video game having a plurality of symbol positions;

displaying a plurality of randomly selected game symbols on a display, each symbol appearing in a designated symbol position;

addressing any winning events by a procedure selected from the group consisting of a) resolving any winning events, b) carrying any winning events forward for later resolving, and c) carrying any winning events forward for modification of the winning event by a bonus play;

upon occurrence of a predetermined triggering event for a bonus event, randomly selecting at least one and fewer than all of said plurality of symbol positions as a wild symbol position;

converting each symbol displayed within each selected wild symbol position to a wild symbol; ~~and~~

causing each one of the wild symbols to operate on at least one but not all of the displayed game symbols; and

determining a bonus outcome based on the displayed game symbols and the operation of any of the wild symbols. ~~within the gaming event.~~

Claim 16 (currently amended): The method of claim 15 wherein any winning event from displaying a plurality of randomly selected game symbols on a display are resolved before determining a bonus outcome based on the displayed game symbols and operation of any of the wild symbols.

Claim 17 (currently amended): The method of claim 15, wherein any winning event from displaying a plurality of randomly selected game symbols on a display are resolved after determining a bonus outcome based on the displayed game symbols and the operation of any of the wild symbols.

Claim 18 (currently amended): The method of claim 15 wherein any winning event from displaying a plurality of randomly selected game symbols on a display are resolved at about a same time as determining a bonus outcome based on the displayed game symbols and the operation of any of the wild symbols.

Claim 19 (previously presented): The method of claim 11, wherein the maximum number of viewable positions is at least 15.

Claim 20 (currently amended): The method of claim 11, wherein an appearance of at least one of the wild symbols changes to another game symbol at or before the game outcomes are is determined.

Claim 21 (currently amended): The method of claim 11, wherein each of the wild symbols is operable as are wild as to a subset of the displayed fewer than all of the game symbols.

Claim 22 (currently amended): A method of playing a video wagering game, comprising:

a player placing a wager on a reel-slot-type video game, ~~event~~ the game having a plurality of symbol positions;

displaying a plurality of randomly selected game symbols on a display, each of the game symbols appearing in a designated symbol position;

upon occurrence of a predetermined triggering event in a base game, after displaying a plurality of the game symbols in the designated symbol positions, randomly selecting in a bonus event between zero and fewer than a maximum number of viewable symbol positions as a wild symbol position;

converting each of the game symbols displayed within each selected wild symbol position to a wild symbol; ~~and~~

causing each one of the wild symbols to operate on at least one but not all of the displayed game symbols; and

determining game outcomes based on the displayed game symbols and the operation of any of the wild symbols ~~in a single game event~~.

Claim 23 (currently amended): A gaming device comprising:

a game operable upon a wager, the game including a plurality of reels, each of the reels defining a plurality of locations for a plurality of symbols, the reels displaying a plurality of different combinations of the symbols after the reels are spun multiple times;

a plurality of winning conditions associated with a plurality of the combinations;

an award associated with each one of the winning conditionscombinations;

at least one wild function which is: (a) operable on at least one but not all of the symbols; and (b) operable to increase a likelihood of meeting at least one of the winning conditions;

a triggering event that occurs when a designated one or more of the symbols is displayed during the game; and

a processor in control of the display device, the processor operable to:

(a)   determine if the triggering event occurs;

(b)   designate a plurality of the locations of the reels as wild if the triggering event occurs;

(cb)   cause the display device to visually distinguish the designated a plurality of the locations of the reels from a plurality of from the other locations of the reels;

(dc)   cause each of the symbols displayed at each one of the designated visually distinguished locations to function as have a the wild function symbol so as to increase a possibility of meeting at least one of the winning conditions;

(ed)   determine if any of the winning conditions are present, taking the wild function of wild said symbols into account; and

(fe)   provide the player with the awards associated with any of the winning conditions that are present.

Claim 24 (currently amended): The gaming device of Claim 23, which includes at least one instruction executable by the processor to sequentially causetreat each of the symbols displayed at each one of the designated visually distinguished locations to have the as a wild functionsymbol.

Claim 25 (currently amended): The gaming device of Claim 23, which includes at least one instruction executable by the processor to simultaneously cause ~~treat~~ each of the symbols displayed at each one of the ~~designated~~ visually distinguished locations to have ~~as a~~ the wild function ~~symbol~~.

Claim 26 (currently amended): The gaming device of Claim 25, wherein each of the symbols displayed at the ~~designated~~ visually distinguished locations has an image, the gaming device including at least one instruction executable by the processor to cause the display device to simultaneously replace said images with designated images associated with the wild function~~symbols~~.